

Figure 1

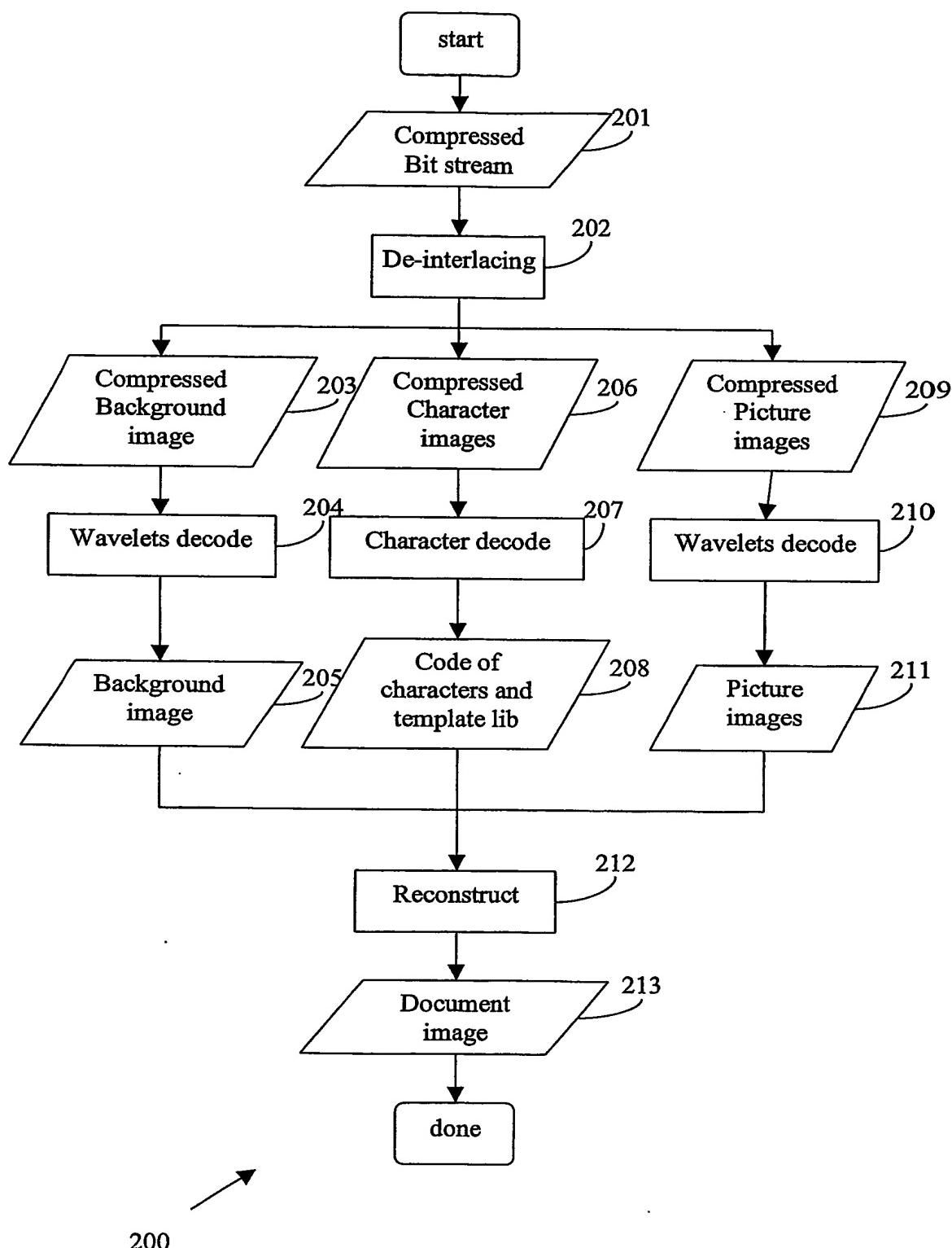


Figure 2

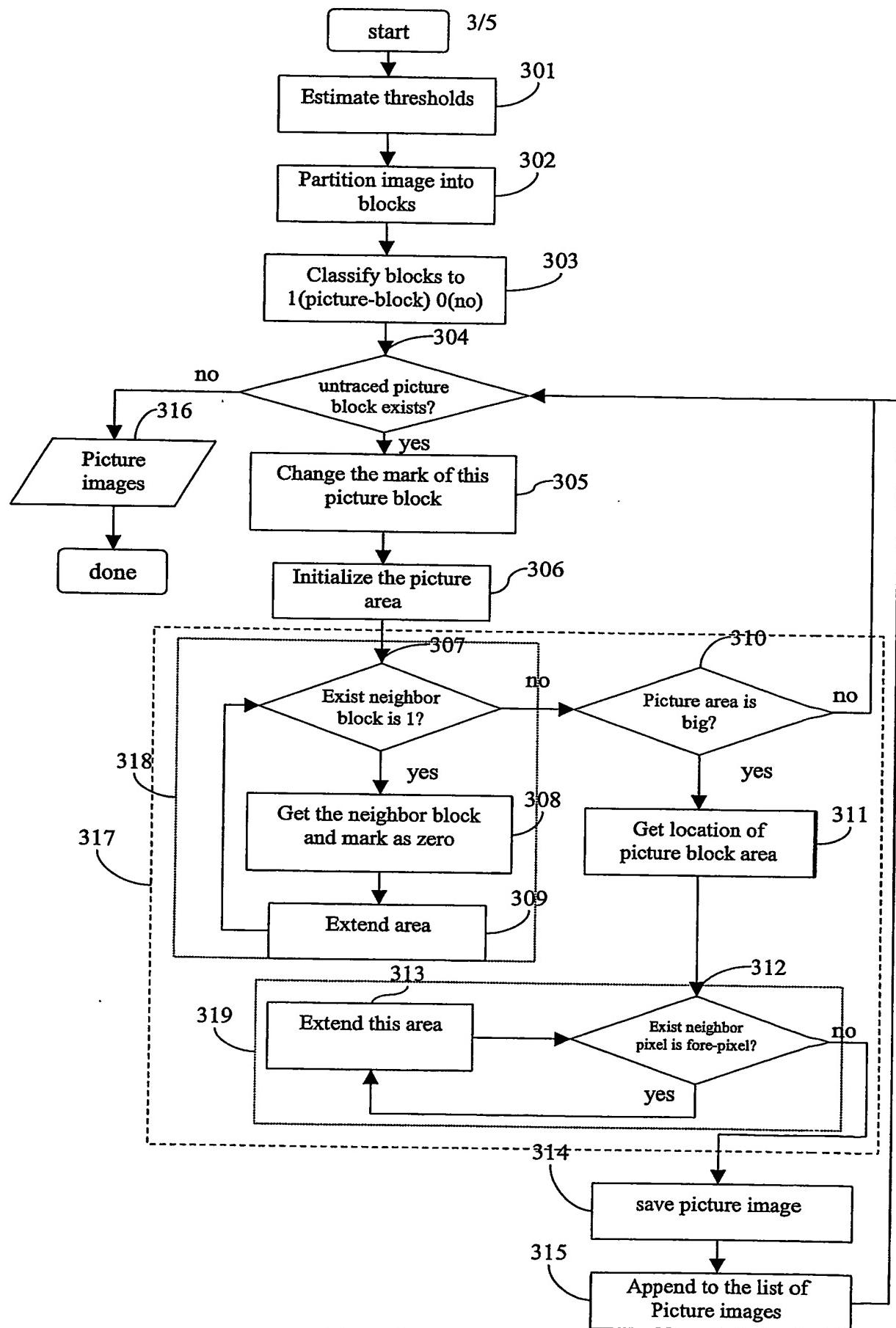


Figure 3

L_0 is the list of character image blocks

L_1 is the list of code information of character image blocks

L_2 is library of character templates

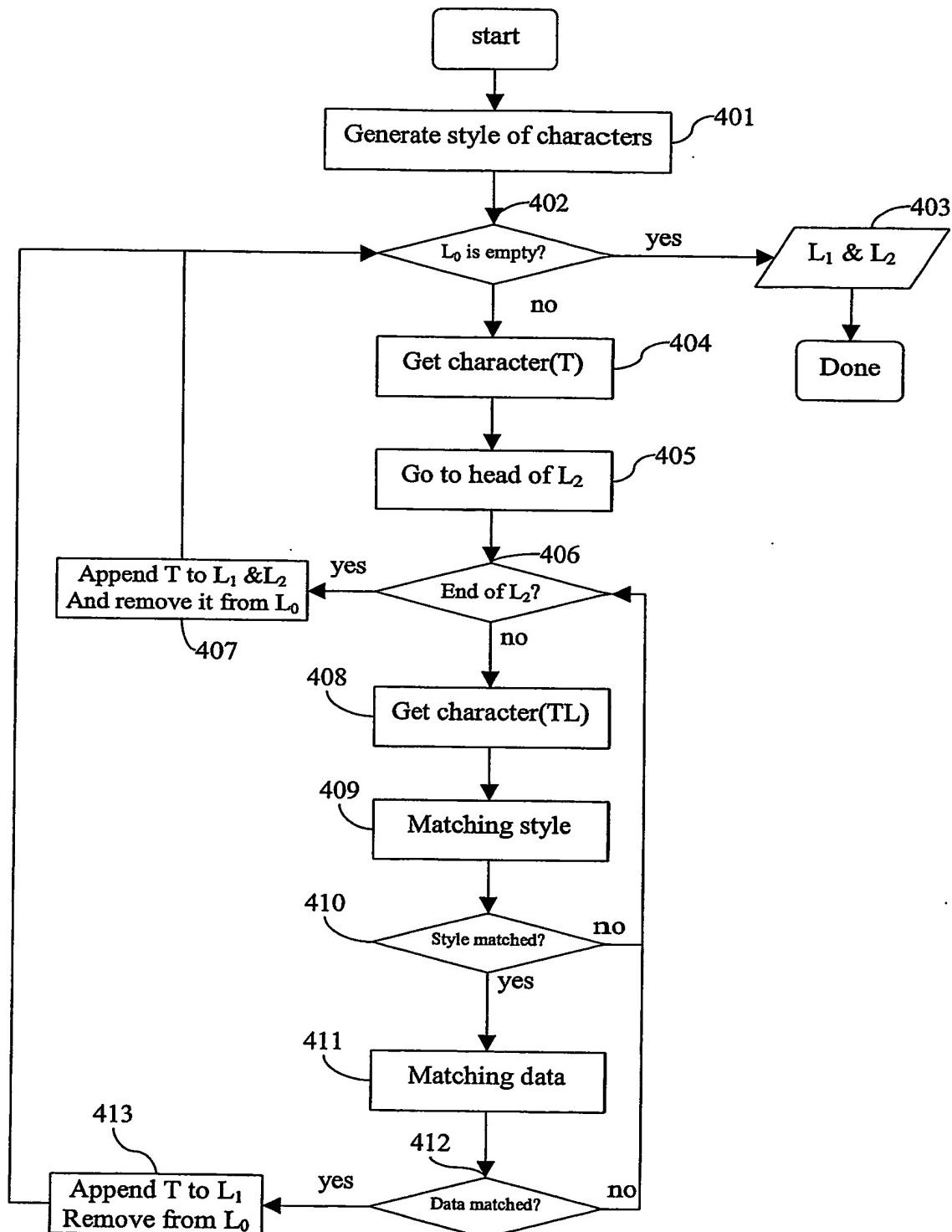


Figure 4

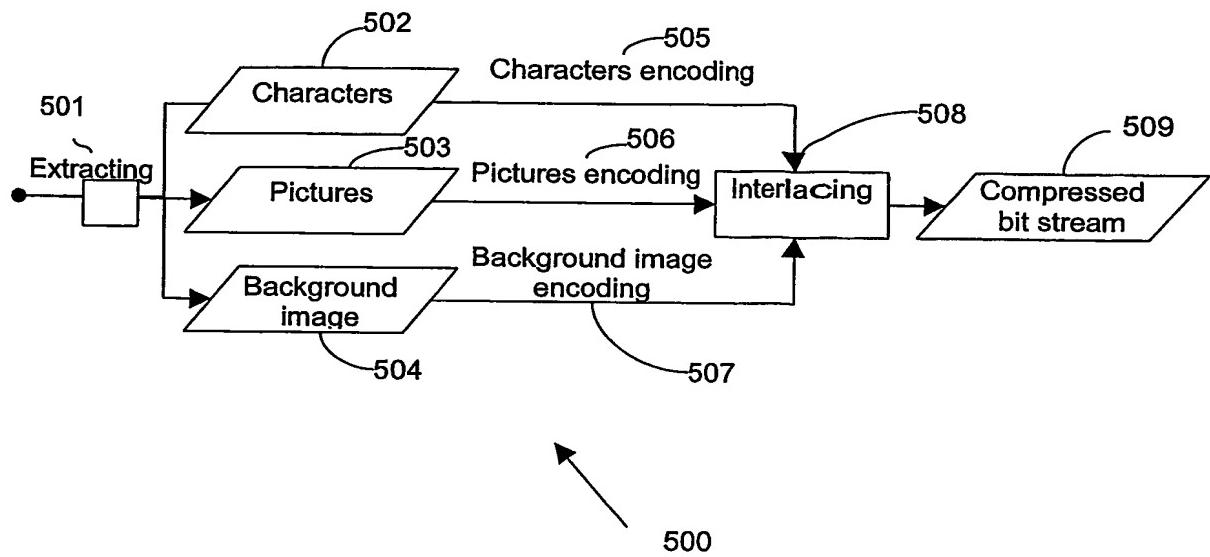


Figure 5